



# Learning C# by Developing Games with Unity 5.x

## *Second Edition*

Develop your first interactive 2D platformer game by learning the fundamentals of C#

Greg Lukosek

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# Learning C By Developing Games With Unity 5 X Second Edition

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## **Learning C By Developing Games With Unity 5 X Second Edition:**

**Learning C# by Developing Games with Unity 5. X Second Edition** Greg Lukosek,2016 Develop your first interactive 2D platformer game by learning the fundamentals of C About This Book Get to grips with the fundamentals of scripting in C with Unity Create an awesome 2D platformer game from scratch using the principles of object oriented programming and coding in C This is a step by step guide to learn the fundamentals of C scripting to develop GameObjects and master the basics of the new UI system in UnityWho This Book Is ForThe book is targeted at beginner level Unity developers with no programming experience If you are a Unity developer and you wish to learn how to write C scripts and code by creating games then this book is for you What You Will Learn Understand the fundamentals of variables methods and code syntax in C Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object oriented programming principles Generate infinite levels for your game Create and code a good looking functional UI system for your game Publish and share your game with usersIn DetailUnity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version released in March 2015 and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency This book will get you started with programming behaviors in C so you can create 2D games in Unity You will begin by installing Unity and learning about its features followed by creating a C script We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C variables and methods Moving forward you will find out how to create store and retrieve data from collection of objects You will also develop an understanding of loops and their use and you ll perform object oriented programming This will help you to turn your idea into a ready to code project and set up a Unity project for production Finally you will discover how to create the GameManager class to manage the game play loop generate game levels and develop a simple UI for the game By the end of this book you will have mastered the art of applying C in Unity Style and approachThis is a step by step guide to developing a game from scratch by applying the fundamentals of C and Unity scripting **Learning C# by Developing Games with Unity 5.x**

Greg Lukosek,2016-03-31 Develop your first interactive 2D platformer game by learning the fundamentals of C About This Book Get to grips with the fundamentals of scripting in C with Unity Create an awesome 2D platformer game from scratch using the principles of object oriented programming and coding in C This is a step by step guide to learn the fundamentals of C scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience If you are a Unity developer and you wish to learn how to write C scripts and code by creating games then this book is for you What You Will Learn Understand the fundamentals of variables methods and code syntax in C Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object oriented

programming principles Generate infinite levels for your game Create and code a good looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version released in March 2015 and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency This book will get you started with programming behaviors in C so you can create 2D games in Unity You will begin by installing Unity and learning about its features followed by creating a C script We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C variables and methods Moving forward you will find out how to create store and retrieve data from collection of objects You will also develop an understanding of loops and their use and you ll perform object oriented programming This will help you to turn your idea into a ready to code project and set up a Unity project for production Finally you will discover how to create the GameManager class to manage the game play loop generate game levels and develop a simple UI for the game By the end of this book you will have mastered the art of applying C in Unity Style and approach This is a step by step guide to developing a game from scratch by applying the fundamentals of C and Unity scripting

*Unity 5* Chris Dickinson, Greg Lukosek, John P. Doran, 2017-07-14 Explore every nook and cranny of Unity 5 to turn your imaginations into reality About This Book Demystify the C programming language in Unity 5 x Unleash the power of Unity to create a wide variety of projects in numerous genres and formats Master the art of optimization for Unity 5 x applications with tips and techniques that will further enhance your game Who This Book Is For Beginner level Unity developers who do not have much programming experience What You Will Learn Master the art of applying C in Unity Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Create and code a good looking functional UI system for your game Find out how to create exciting and interactive games using GUIs Work with different animation assets and components to enhance your game further Personalize your game by learning how to use Unity s advanced animation system Create visualize and edit animated creatures to add to your already amazing game Familiarize yourself with the tools and practices of game development Discover how to create the Game Manager class to generate game levels and develop UI for the game Use the Unity Profiler to find bottlenecks anywhere in your application and discover how to resolve them Implement best practices for C scripting to avoid common mistakes In Detail Unity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency If you love games and want to learn how to make them but have no idea where to begin then this course is built just for you This learning path is divided into three modules which will take you in this incredible journey of creating games The course begins with getting you started with programming behaviors in C so that you can create 2D games in Unity You will begin by installing Unity and learning about its features You will learn how to perform object

oriented programming and discover how to manage the game play loop generate game levels and develop a simple UI for the game By the time this module comes to a close you will have mastered the art of applying C in Unity It is now time we put into use what we learned in the previous module into reality as we move onto the second module Here we will be building 7 8 action packed games of different difficulty levels Each project will focus on key Unity features as well as game strategy development This module will mark your transformation from an application developer to a full fledged Unity game developer Who wouldn't love a game that is fully perfect functional and without any glitches The third module deals with just that by teaching how to enhance your game by learning game optimization skills Here you'll gain an understanding of possible solutions to any problem and how to implement them You will then learn everything you need to know about where performance bottlenecks can be found why they happen and how to work around them With this massive wealth of knowledge at the end of this learning path you will be able to leverage an array of game development techniques to create your own basic games while resolving any issues that you encounter

**Style and approach**This learning path should be treated as the complete package necessary for building games It is a step by step guide to develop a game from scratch by applying the fundamentals of C and Unity scripting with a reference guide in the end to solve all your gaming problems

**Mastering Unity 5.x** Alan Thorn, 2017-01-27 Create amazing games with solid gameplay features using a professional grade workflow inside the Unity engine

**About This Book** Become a Unity master by creating a practical in depth game development project with Unity Use advanced C scripting to unlock the complete potential of Unity 5 Use Version Control to Effectively Manage and Scale your workflow

**Who This Book Is For** If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 5 x then this is the book for you

**Basic knowledge of C programming is assumed**

**What You Will Learn** Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use Navigation Meshes Occlusion Culling and the Profiler tools Work confidently with GameObjects Rotations and Transformations Understand specific gameplay features such as AI enemies inventory systems and level design

**In Detail** Do you want to take the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book takes an in depth focus on a practical project with Unity building a first person game with many features You'll dive deep into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we'll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development and how to work with version control and

more By the end of this book you will have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes a step by step practical tutorial approach You will create an advanced level Unity game with an emphasis on leveraging the advanced Unity 5 features You will make the most of the Unity 5 advanced features while you develop the game in its entirety [Learning C# by Developing Games with Unity](#) Moaml  
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new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What You Will Learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you re a developer programmer hobbyist or anyone who wants to get started with C programming in a fun and engaging manner this book is for you Prospective Unity game developers will also find this title useful No prior experience in programming or Unity required **Books in Print** ,1991

*Subject Guide to Children's Books in Print 1997* Bowker Editorial Staff,R R Bowker Publishing,1996-09 [Learning C# by Developing Games with Unity 2020](#) Harrison Ferrone,2020-08-21 Get to grips with coding in C and build simple 3D games with Unity from the ground up with this updated fifth edition of the bestselling guide Key Features Understand C programming basics terminology and coding best practices Put your knowledge of C concepts into practice by building a fun and playable game Come away with a clear direction for taking your C programming and Unity game development skills to the next level Book DescriptionOver the years the Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language that can be applied in a wide array of application areas This book presents a clear path for learning C programming from the ground up without complex jargon or unclear programming logic all while building a simple game with Unity This fifth edition has been updated to introduce modern C features with the latest version of the Unity game engine and a new chapter has been added on intermediate collection types Starting with the basics of software programming and the C language you ll learn the core concepts of programming in C including variables classes and object oriented programming Once you ve got to grips with C programming you ll enter the world of Unity game development and discover how you can create C scripts for simple game mechanics Throughout the book you ll gain hands on experience with programming best practices to help you take your Unity and C skills to the next level By the end of this book you ll be able to leverage the C language to build your own real world Unity game development projects What you will learn Discover easy to follow steps and examples for learning C

programming fundamentals Get to grips with creating and implementing scripts in Unity Create basic game mechanics such as player controllers and shooting projectiles using C Understand the concepts of interfaces and abstract classes Leverage the power of the latest C features to solve complex programming problems Become familiar with stacks queues exceptions error handling and other core C concepts Explore the basics of artificial intelligence AI for games and implement them to control enemy behavior Who this book is for If you re a developer programmer hobbyist or anyone who wants to get started with C programming in a fun and engaging manner this book is for you Prior experience in programming or Unity is not required *Books in Print Supplement* ,2002 **El-Hi Textbooks and Serials in Print** ,2006 English Mechanic and World of Science ,1875

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